

DEVELOPER

Studios Grand Nord, an independent studio from Québec, Canada

GAME

WIPE DAY

GENRE

Top-down multiplayer survival: gathering, building, raiding, regular wipes

PLATFORM

PC (Windows). Steam planned.

STATUS

In development and playtesting. No release date or price announced.

LANGUAGES

English and French; more translations in progress

TECHNOLOGY

Our own engine, written in Java. Official servers check every shot and every build

WEBSITE

studiosgrandnord.com

PRESS CONTACT

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WIPE DAY is a top-down multiplayer survival game. You wash up on an island with a rock and a torch. You hit trees until you have a hut, then you put a lock on it. When you die, your stuff stays on the ground for whoever finds it, and people can blow open your base while you sleep. Then the **wipe** hits: the map resets and everybody is back on the beach.

KEY FEATURES

■ THE WIPE

Fresh map every wipe. Veterans get no head start, just better habits. Day one is a land rush, mid-wipe is clans raiding clans, and the last days are chaos.

■ GATHER AND BUILD

Wood, stone, metal, sulfur. Start with twigs, work up to armored walls, put a code lock on the door. Pay your upkeep or the base falls apart.

■ FULL LOOT

Die and your pockets hit the floor. Your base stays in the world while you are offline, and every wall can come down.

■ MONUMENTS

Old sites held by armed operatives. Bring rad protection, solve the puzzle, grab the access drive. Copper gets you into steel, steel into gold.

■ EVENTS AND END-OF-WIPE CHALLENGES

The Patrol Gunship, the Armored Train Heist, the RV Inkwell research submarine, the Deep Line bunker, the Warden and Leviathan's Keeper, scaled to group size.

■ UNDER THE SURFACE

Reefs, wrecks and sunken crates. Your tank is your air. Guns don't fire underwater, so it's spear guns and knives down there.

■ RAIDS

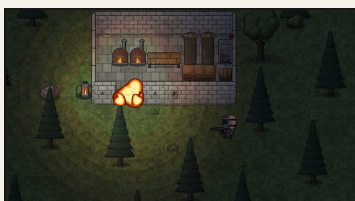
Rockets, charges, anything that goes boom. When your base gets hit you get an alert with the grid square. Run home or start rebuilding.

■ FAIR SERVERS

The server checks every move, shot, item and build. If you got raided, it really happened.

STYLE, NOT POWER

- **Cosmetic only.** Skins change how weapons, armor, tools and bases look. Never stats, never paid power.
- **Earned or bought, never both.** A skin either drops in game or sits in the store. Never both.
- **No paid loot boxes.** Cases drop in game and we don't sell them. If something is for sale, you see exactly what you get.



Night raid on a stone base



The Armored Train Heist



Reef dive



The RV Inkwell surfaces